Volume One
ISSUE ONE 1
SAMPLE

CAPCOM NATION

Games • Arcade • Toys • Comics • Anime • Film • Merchandise

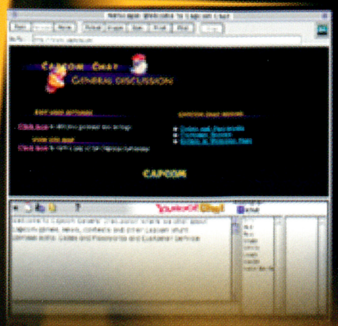
SNEAK PREVIEW!
INSIDE INFORMATION
Find out what famous Capcom Star is about to make his 3D debut

EXCLUSIVE!
STREET FIGHTER III
The brand new comic from famous Marvel artist, Mike Wieringo!

STRATEGY GUIDE!
STREET FIGHTER III
ARCADE The only official arcade guide, straight from the game gurus at GameFan Books

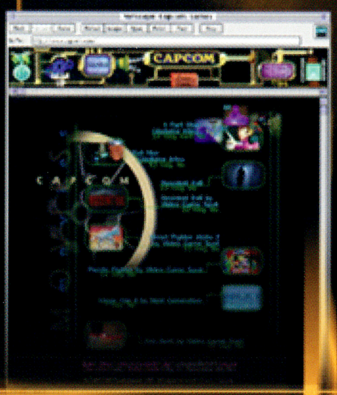
WORLD PREMIERE!
POCKET FIGHTER Look who's back! And this time, it ain't no puzzle game!

MORRIGAN
WHEN BAD IS REALLY GOOD!



LIVE CHAT

PARTICIPATE IN OUR THREE ONLINE CHAT ROOMS AND DISCOVER GAME SECRETS, PRODUCT LAUNCHES, FAN CONVERSATIONS, CUSTOMER SERVICE AND MORE.



VIDEO CLIPS

DOWNLOAD AND VIEW VIDEO CLIPS OF GAMES IN ACTION.

WWW.

INTERACTIVE PLAYG

CODES & PASSWORDS

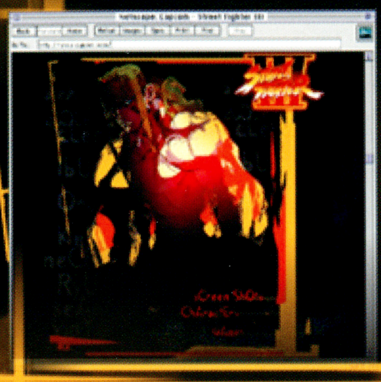
THE CODES & PASSWORDS SECTIONS FEATURES HINTS, TIPS, MOVES, CODES AND PASSWORDS TO OVER 15 OF CAPCOM'S MOST POPULAR GAMES.

PRODUCT CATALOG

SHOP THE AISLES FOR GAMES, T SHIRTS, INSTRUCTION BOOKLETS, AND MORE IN OUR SECURE, ONLINE PRODUCT CATALOG.

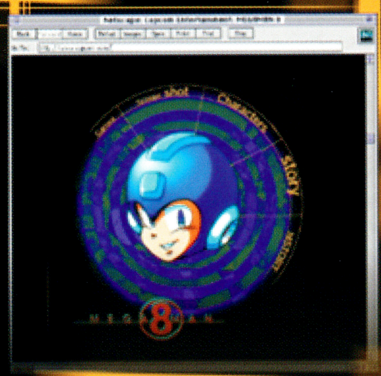
CAPCOM IS A REGISTERED TRADEMARK OF CAPCOM CO. LTD. CYBERNATION IS A REGISTERED TR

CAPCOM®



GAMES

THE GAMES SECTION FEATURES STORIES, CHARACTERS, SCREEN SHOTS, AND MORE FOR CAPCOM GAMES INCLUDING STREET FIGHTER ALPHA 2, RESIDENT EVIL AND RESIDENT EVIL 2, MEGA MAN 8, AND STAR GLADIATOR.

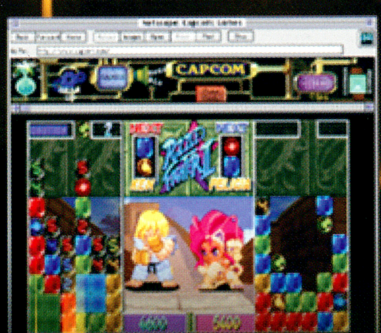


CAPCOM.COM

ROUND

PLAY GAMES ONLINE

PLAY OUR INCREDIBLE ONE PLAYER VERSION OF SUPER PUZZLE FIGHTER II TURBO AND BUSTER BUDDIES ONLINE COMPLETE WITH AUTHENTIC SOUNDS, CHARACTER ANIMATIONS AND SCORING.



ADEMARK OF CYBERNATION, LLC. ALL OTHER NAMES ARE TRADEMARKS OF THEIR RESPECTIVE HOLDERS.

A Message From Headquarters

"From the beginning, it has always been Capcom's goal to provide our consumers with games of the utmost quality. To accomplish this goal, we believe in two simple things: Characters & Gameplay."

The life and blood of Capcom resides in our ability to constantly create appealing and memorable characters. You know them by name; from Mega Man, who over the years at the forefront of the video game industry is still capturing the hearts of gamers, to the Street Fighter Ryu, who represents the true competitor in all of us. The irresistible Darkstalker Morrigan captivates our imaginations with her charms, while the Resident Evil Tyrant taps into our darkest fears. It is our talented artists and the great pride in their work that bring these and all of our characters to life.

With your support, Capcom has been able to unleash our characters into the exciting, new worlds of books, toy figures, comics, cartoons and even feature films. We are very proud to be one of the very few video game companies that can lay claim to such an accomplishment.

Capcom has always played a key role in helping revolutionize the world of video games; from the addictive shooters of the 1940s series to the fast action, side-scrolling adventures of Ghosts & Goblins, the tag team beat-em ups of the Final Fight series, to the most revolutionary fighting series of all time; Street Fighter II. Once again, Capcom has championed the next generation of video games with an entirely new genre. The ever engrossing, action-adventure thriller Resident Evil has established yet another new standard in the world of video games. Now, as we look to the future, we are confident that with your support, we will remain at the forefront of the video game industry.

What you are holding in your hand is the next step in our effort to include you, the player, into the inside world of Capcom. This magazine will be your key to never-before seen pictures and information on all our upcoming Capcom products. Inside Information and Nickel City will bring you up to speed on all of our future games. C! Entertainment will plug you into Capcom's current anime, feature film and television shows. Capcomix presents some of the hottest comic book artist depicting your favorite Capcom characters. Straight Outta Capcom and Basic Training educate you on your most frequently asked questions and game strategies. And finally, we are proud to present our comprehensive Collectors catalog to satisfy all of you Capcom needs.

Over the past year, Capcom has made positive changes, reinforcing what this company has always stood for; quality. This forum represents a new and exciting era at our growing company, an era of which we wish to make you, our loyal consumer, a more active participant. So, welcome to our world. Welcome to Capcom Nation.

– CAPCOM®

"This magazine will be your key to never-before seen pictures and information on all our upcoming Capcom products."

AND NOW A WORD FROM THE LAWYERS... ©CAPCOM CO., LTD. 1997. © CAPCOM USA, INC. 1997. ALL RIGHTS RESERVED. ENTIRE CONTENTS OF CAPCOMNATION IS A COPYRIGHT © 1997 CAPCOM USA, INC. ALL RIGHTS RESERVED. REPRODUCTION IN WHOLE OR IN PART WITHOUT THE EXPRESSED WRITTEN PERMISSION OF CAPCOM USA, INC. IS PROHIBITED. CAPCOMNATION™ IS A TRADEMARK OF CAPCOM USA, INC. CAPCOM® IS A REGISTERED TRADEMARK OF CAPCOM CO., LTD. © 1997 METROPOLIS. ALL RIGHTS RESERVED. THIS MAGAZINE IS PUBLISHED BY METROPOLIS PUBLICATIONS, INC.

CAPCOMNATION
Special Premier Teaser Issue

Don Friedman	Co-Editor in Chief
Erik Suzuki	Co-Editor in Chief
Jody Seltzer	Publisher
David C. White	Creative Director
Frank Martinez Jr.	Art Director
Nicholas Des Barres	Entertainment Editor
Johnny Brackett	Prepress Manager

SPECIAL THANKS: Corey Tresidder, Robert Johnson, Sean Mylett, Bob Lindsey, Bill Gardner, Tim Harada, Todd Thorson the entire Capcom staff, Spud Stini-Lark, Jasson, Paul, Hoagy, Waka and the entire staff at GF and GF Books.

Original Concept - Don Friedman & Erik Suzuki

CONTENTS

4

STRAIGHT OUTTA CAPCOM:
All of your most dying-to-know questions answered first hand, straight from the source.

5

CAPCOMIX PRESENTS:
See your favorite Capcom characters depicted by the hottest comic book artists.
STREET FIGHTER III: THE COMIC

6

INSIDE INFORMATION:
We paid off someone inside Capcom's highly secured R&D department. His mission: to rip off R&D's locked up and confidential files.

Here's what we found!

7

NICKEL CITY:
Find out what's coming soon to an arcade near you.

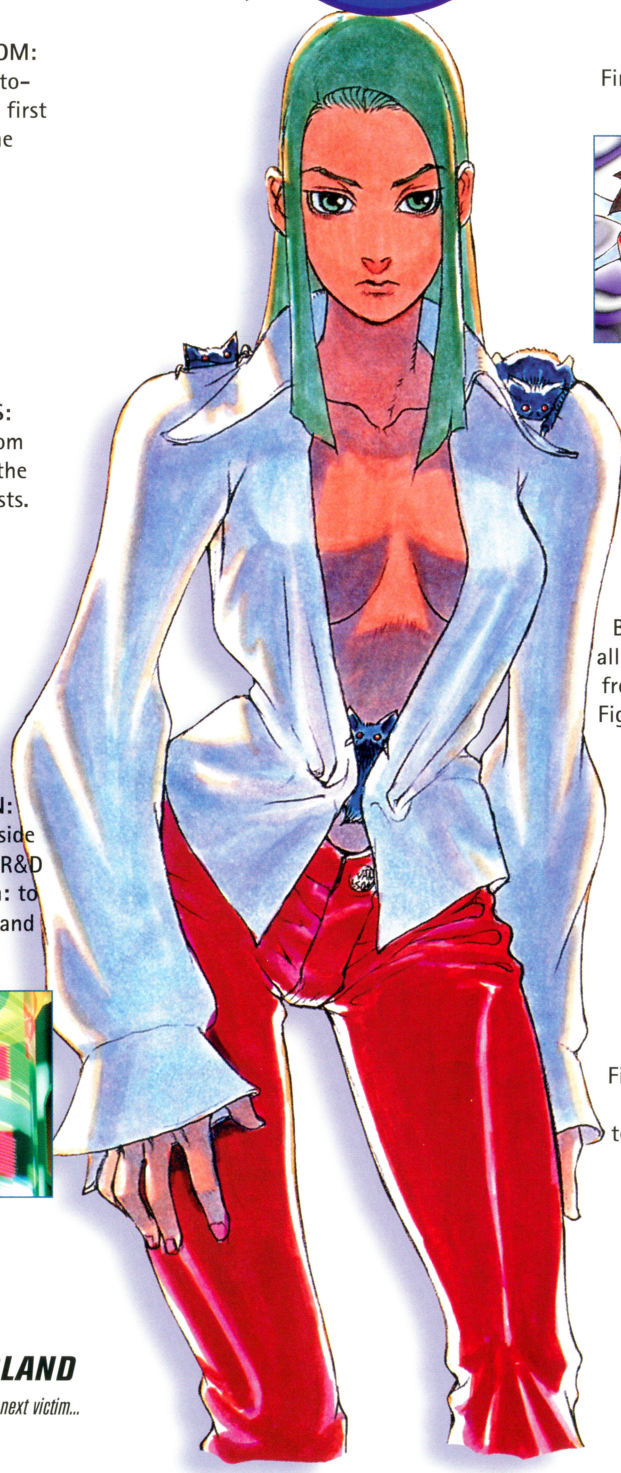
Here come some new challengers!

8

BASIC TRAINING:
Become an expert player of all Capcom games by learning from the best. In this Street Fighter III preview, Learn how to take the "dud" out of Dudley.

10

C! ENTERTAINMENT:
Find out the latest news on Capcom anime, film, and television. All the way from Japan comes SFII V and Darkstalkers.



MORRIGAN AENSLAND

Capcom's Sexy lady is looking for her next victim...

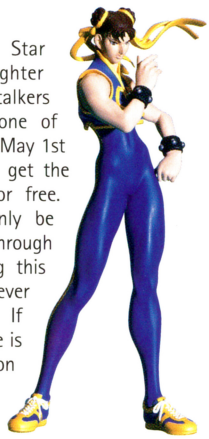
See page 12

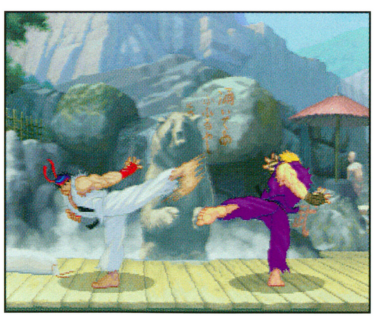
STRAIGHT OUTTA CAPCOM!

The first-hand source to all of Capcom's most frequently asked questions. The Nation takes you straight to the horse's mouth, so you know this is information you can trust and, more importantly, information you can depend upon.

I've seen ads for model figures of Chun Li, Morrigan, and Jun. However, I can't find them in any store. Can you help? I'd pay a lot of money for them!
Max Ragondon
Dallas, TX-

The figures you've seen are part of a new promotion by Capcom for our Star Gladiator, Street Fighter Alpha 2, and Darkstalkers games. If you buy one of these games between May 1st and June 15th, you'll get the girl of that game for free. These figures will only be available exclusively through this promotion during this limited time and will never be sold independently. If the consumer response is minimal, the production run for each figure will be minimal, making these figures a very rare collectible worth a great deal more than the retail discounted game price of $39.99 or lower. This is an opportunity no Capcom fan can pass on. - Capcom Marketing





I heard that Ryu and Ken have chain combos in Street Fighter III. Is this true? I've tried for hours to find them, but I haven't been able to pull any of them off!
Ray Taylor
ehare@shs.edu-

Yes, Ryu and Ken have chain combos, but each character's combo is different. Ryu can chain from his Standing Fierce Punch, to Standing Roundhouse Kick. Ken can chain from his Standing Strong Punch, to his Standing Fierce Punch. For a complete list of moves, combos, and strategies, be sure to check out the official Street Fighter III Strategy Guide from Game Fan Books. - Capcom Game Counseling

What's up with the new game called Street Fighter EX Plus Alpha?
Ron Sake
Cupertino, CA-

This is the name of the Playstation home conversion of the hit arcade game, Street Fighter EX Plus that was only released in Japan. The game contains every feature and character found in Street Fighter EX and EX Plus, including all the characters, backgrounds, music effects, and awesome gameplay. Furthermore, SFEX Plus Alpha will have the additional feature of selecting Street Fighter Alpha characters Sakura and Dhalsim as playable characters . SFEX Plus Alpha is set to come out in America during the fall of this year. - Capcom R&D

Is there going to be a Dark Stalkers III game in the arcades soon?
Bill Read
Chicago, IL-

Darkstalkers III has just been released as an arcade game under the Japanese name, Vampire Savior: World of Darkness. Capcom made a universal decision to keep the game title the same throughout the world for promotional reasons.
- Capcom Coin-Op

ALPHA COUNTERS

The Playstation release of Resident Evil 2 has been pushed into first quarter of '98. This has been done in order to ensure Capcom's high standard of quality and further challenge our R&D staff to push the limits of the 32-bit hardware capabilities.

The long-awaited home consumer release of Marvel Super Heroes will be fourth quarter of '97. After several months of intensive efforts to overcome the memory limitations of both 32-bit platforms, Capcom has now successfully converted the arcade smash hit for your home systems.

Capcom is currently exploring the capabilities of other hardware platforms such as the Nintendo 64; however, as to date, no projects for such systems have been determined.

Send your questions to: CAPCOM NATION (Attn:Straight Outta Capcom) 475 Oakmead Parkway Sunnyvale, CA 94086. Or call 1-900-680-CLUE. Or e-mail us at: www.capcom.com

Vs. comics
STREET FIGHTER II
The Comic Series
Coming Soon!
-GIVIN' A SHOUT OUT FOR VS. COMICS!
424 color

TOP SECRET

CONFIDENTIAL

PROJECT: MEGAMAN NEO

Statistics/Profile/Breakdown:	
Name/Title:	Megaman Neo
Platform:	PS (Exclusive)
Category:	Action/Adv.
Levels:	Unknown
Date:	Early '98

Analysis:

From what I've seen, the game seems to be a complete 3D environment, created by thousands of polygons. The game is set in a "behind the character" perspective, but I've seen people change camera angles to target enemies with Megaman's weapons. What's really neat though, is that this game takes the Megaman character to a new level by adding adventure type gameplay features.

Megaman Neo allows players to explore areas and visit different towns to obtain new information, purchase items, and meet new friends.

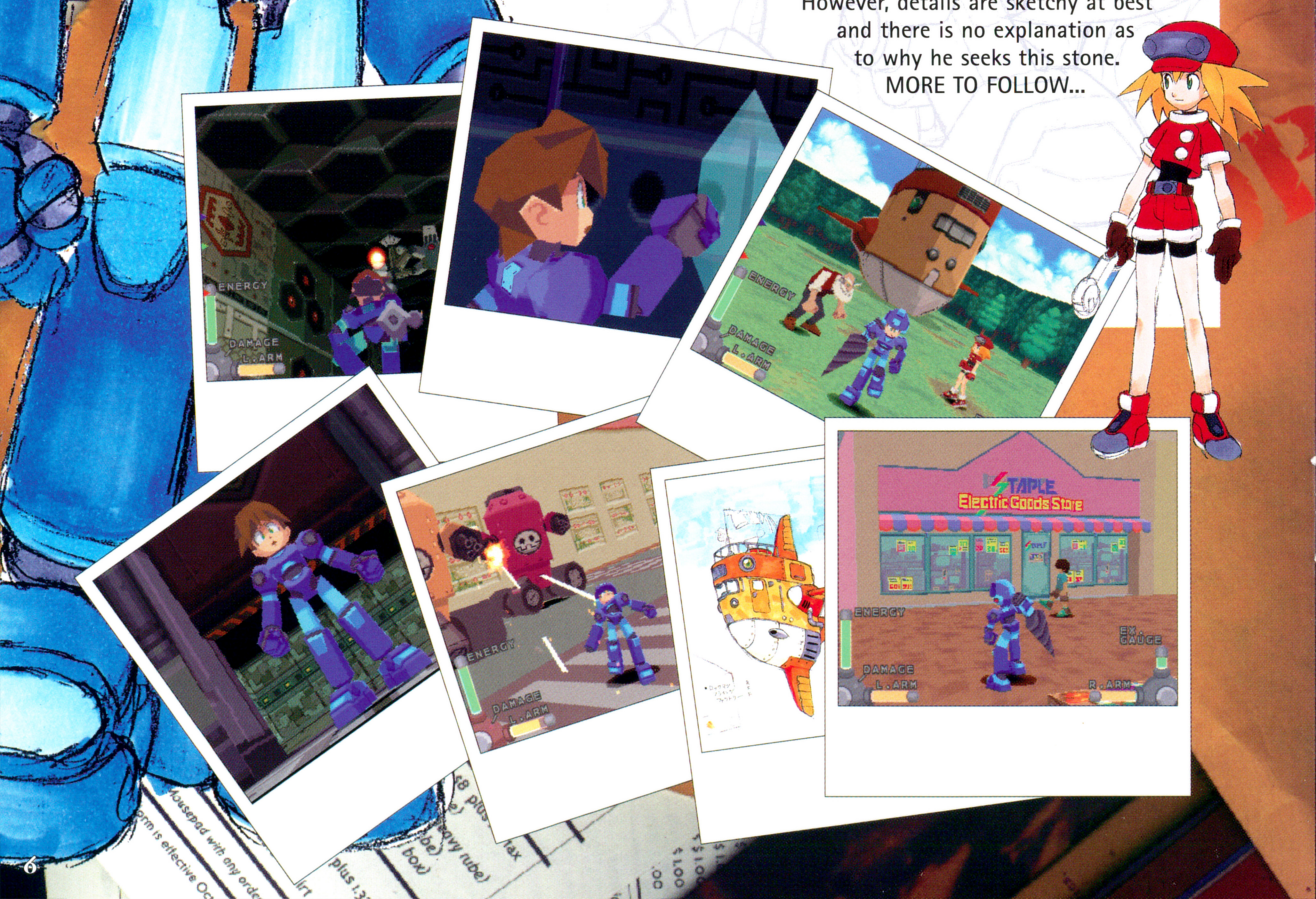
Gameplay:

Through my great sources we've learned that Megaman Neo has a vast array of abilities. I've seen him riding on top of cars and trucks, climbing up enemies who are as tall as buildings, and even dashing to avoid enemy fire. In addition to his incredible range of motion, Neo has the ability to equip each of his arms with different weapons. For example, Neo can use the Megabuster on one arm, and his Drill on the second. This allows for combination attacks and more in-depth game play techniques.

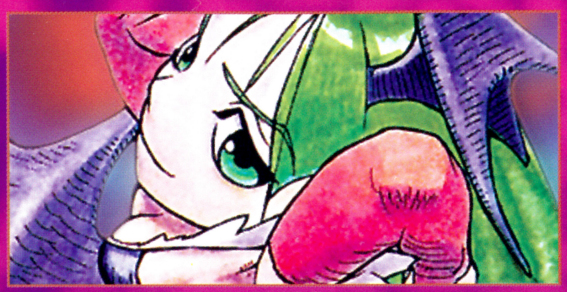
Story:

It is rumored that Neo is in search of the famous Legacy Stone. However, details are sketchy at best and there is no explanation as to why he seeks this stone.

MORE TO FOLLOW...



NICKEL CITY
WORLD PREMIERE!



Word is, Miss Aensland has committed to the project.

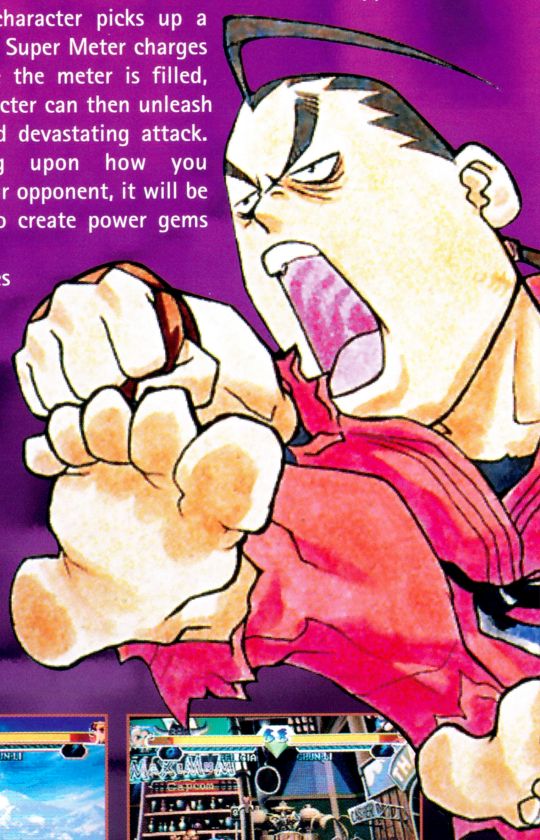
In a world exclusive preview, Capcom Nation has learned of a new fighting game based around those loveable characters from the famous Super Puzzle Fighter II Turbo game!

Code Name: Pocket Fighter

After being dumped from *Vampire*, Donovan is angry and ready to secure his role in this title.

Code-named Pocket Fighter, the game will include all the characters from the SPFII Turbo game including Ryu, Felicia, Sakura, Morrigan, Donovan, and of course, Dan. This is a fast action fighting game based upon Capcom's Street Fighter series. This time the characters aren't playing connect the gems. Instead, the characters are going straight for the fighting game fans' hearts with punches, kicks and special attacks. However, the inside scoop is that Capcom is planning to add the gem power-ups to the fighting game engine!

In Pocket Fighter, the power of the gem is back! Although it's still tentative, we've learned that Capcom R&D is planning to use the gems from Super Puzzle Fighter II Turbo as power-ups in Pocket Fighter. As characters perform their attack and special moves, different colored gems can be knocked out of their opponents. When a character picks up a gem, their Super Meter charges up. Once the meter is filled, that character can then unleash a new and devastating attack. Depending upon how you attack your opponent, it will be possible to create power gems similar to the ones found in SPFII Turbo.



As of now, Pocket Fighter is set to arrive in arcades in the fall of 97. Don't just ask for it; demand this game from your local arcade operator!

Street Fighter III
New Generation

Learn strategies and combos used by the pros!!

GameFan Books is proud to present a small taster of the forthcoming *Official Street Fighter 3 Strategy Guide*. In this volume, you'll find everything you need to know about the entire cast of characters, from storylines to in-depth strategies written by tournament players, as well as intro animations and screen shots of every single move in the game! GameFan Books has worked closely with Capcom, acquiring masses of artwork, and this stunning hand-drawn art is scattered liberally throughout this guide. A must for *Street Fighter* collectors and fighting fans alike, this is the perfect compliment to the greatest 2D beat-'em-up game ever!

Special Techniques

Cross Counter — ↓↙← + any punch (retaliates against high attacks)

NA	@ x 1.5 (@ = opponent's attack)	variable

Leap Attack — → + any P or K

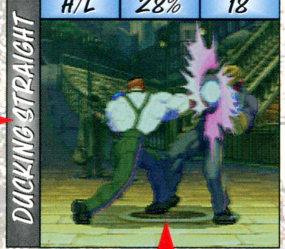
H	14%	10

Ducking — ↓↘→ + any kick

NA	0%	0

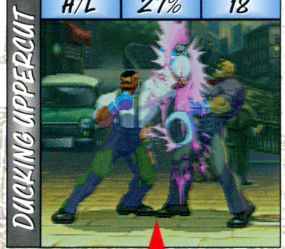
Ducking Straight — any punch

H/L	28%	18



Ducking Uppercut — any kick

H/L	27%	18



Super Arts

Rocket Uppercut

Command
↓↘→↓↘→ + any punch

Block	Damage	Dizzy
H/L	40%	10

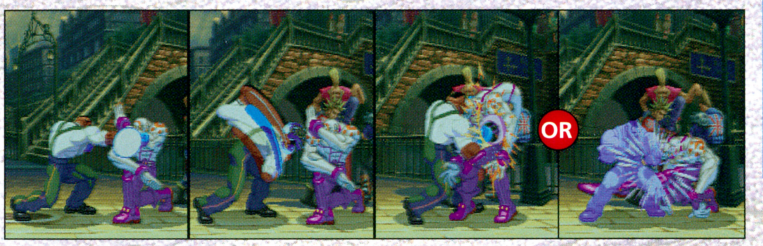
Rocket Uppercut is strictly a combo super. You can store two and can use them both in Dudley's prolonged combo. Other than in combo, this super is virtually worthless. It leaves you exposed if blocked. It is decent as a wakeup, but is not very good for counter attacking. It can be two-in-oned with Dudley's Jet Uppercut for a few good looking hits, but nothing else. This super is not very popular because its uses are limited compared to a Super like Corkscrew Blow. There are many drawbacks to this super which is mainly for show.

STRATEGIES

CLEARING THE WAY

Startling the enemy with standing strong and fierce prior to rushing in with Dudley's ducking usually gives good cover for sneaking in close.

SETTING UP LOW PARRIES



Using Dudley's low strong two-in-oned with a short ducking at close range will get you perfectly into grab range. From here, quickly go for Gut Smash (strong) throw to build up the enemy's stun meter. After you see your opponent catching on, guess a low parry (tap down) instead of the Gut Smash.

DUDLEY'S PRESSURE TRAP

In the opponent's face is where Dudley wants to be. Walking towards the opponent with standing short and looping Dudley's standing forward, roundhouse chain can be extremely frustrating for those who aren't great at parrying. Make sure to keep them honest by throwing them if they try to block too much.

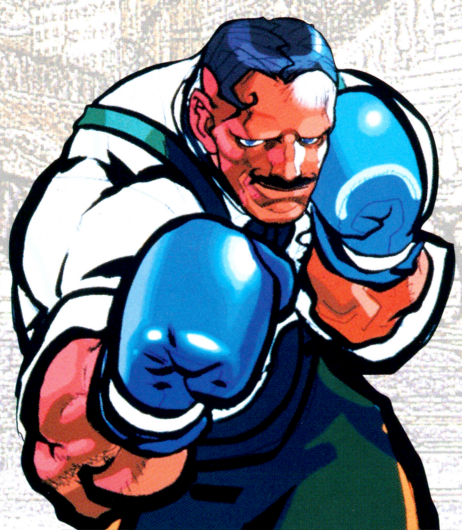
ADVANCED PRESSURE TACTICS

Against those who can parry well, adding low shorts and leap attacks to Dudley's pressure trap is extremely vital to avoid possible retaliations.

COMBINATIONS

6-HIT DUCKING UPPERCUT SUPER-CANCEL — 40% · ALL CHARACTERS · ADVANCED

Begin by tripping your opponent with a low roundhouse. As soon as possible, rush towards them with a ducking uppercut (↓↘→ + forward, forward) then quickly super-cancel into a corkscrew blow (↓↘→ + any punch).



4-HIT HEAVY CHAIN COMBO — 33% · ALL CHARACTERS · BEGINNER

This is Dudley's most basic of combos. Start with a standing forward and quickly chain into a roundhouse followed by a fierce. Beginner Dudley players should use this chain after successful parries.

Entertainment.

Anime. Film. Television.

In Japan, almost every popular video game is guaranteed to have an anime, or cartoon, based around it. Though far surpassing American animation in terms of quality, these game-derived anime usually leave much to be desired; video game characters and settings rarely have the sophistication necessary to keep an audience entertained for the duration of a film or television show. Capcom's instantly-recognizable library of characters, however, makes all the difference; our films are widely acknowledged to be the absolute pinnacle of game-based animation.

Capcom Japan has an animated feature film, numerous OAVs (Original Animation Videos) and even a television series under their belt - a feat that has only been duplicated by multi-million-seller game series such as Virtua Fighter and Dragon Quest. Capcom, along with the American anime industry's finest, Viz Video and Manga Entertainment, is finally making their two latest anime masterpieces available in the US: Street Fighter II V & DarkStalkers.

DarkStalkers DarkStalkers is a four-volume video series that's already taken Japan by storm with the recent releases of Vols. 1 and 2. DarkStalkers combines the talents of our own famous Capcom Design Team with Studio Mad House, the masters behind major theatrical releases such as X: The Movie and the upcoming Vampire Hunter D 2, with outstanding results. DarkStalkers will be available soon from Viz Video.

Capcom domi-

Street Fighter II V Street Fighter II is undeniably one of the most influential and groundbreaking video games of our time. Consequently, you have seen it in many forms: The games themselves, comics, a syndicated TV series, and two theatrical films, one live-action, one animated... but you've *never* seen it like this! Capcom and Manga Entertainment are proud to present Street Fighter II V, the animated TV series that ruled the airwaves in Japan during the '95-'96 season. Comprised of 29 episodes to be made available on ten videotapes, Street Fighter II V tells the story of Ken and Ryu long before they became the invincible street fighters they are today. Our story opens with the parting of Ken and Ryu, both former students of a great martial arts master. Two years pass, and now Ryu, who has spent his time on the island of Mikuni, leaves his home to visit his old training partner Ken in America. It is here where the two old friends meet a man named Guile, who teaches Ryu the shortcomings of his training by beating him senseless. This is but the first of dozens of confrontations, both friendly and not-so-friendly, that Ryu and Ken will have with the familiar faces of the SF series in Street Fighter II V!

"Capcom's anime are widely considered to be the absolute pinnacle of game-based animation."

The first six volumes: Volumes 1, 2, 3, 4 and 5 will be available as you read this, with volume 6 to be released in late June. Street Fighter II V retails for $19.95 per volume dubbed in English, and $24.95 for each subtitled volume.

nates the world of anime!!

CAPCOM NATION
Collectors' Catalog

"Buy the game, Get the grrrl!" Chun Li, Morrigan, and June are free ($4.95 S&H) when you purchase their respective games; Street Fighter Alpha 2, Darkstalkers, or Star Gladiator at their new discounted prices. Offer valid between 5/01/97 and 6/15/97.

Mega Man: the 10th Anniversary Limited Edition Figure. Buy the Mega Man8 game, and send your registration card along with **$24.95** to own one of only 1000 of this timeless piece.

Cammy & Ken sculpture. "Begin your new Street Fighter figure collection today!" These 6 inch hand-painted sculptures are blister-packed for extra collector value. **$14.95** each.

SF ANIME: "Bring your favorite Capcom characters to the big screen. Order now!"

Street Fighter II V series	**$15.95**
Darkstalkers (Vampire Hunter)	**$15.95**
Street Fighter II The Movie: (unrated and clean versions)	**$14.95**
Mega Man series	**$9.95**

BACKPACK
"A must have item for the hardcore Capcom fan! There is no finer all-leather backpack made anywhere in the universe!"
$60.00

IMPORTS You've played the game, You've seen the anime, now own the doll... **VAMPIRE HUNTER DOLLS!** High quality 12" vinyl. Straight from Japan. Very limited stock! **$99.95 each**

CAPCOM NATION

Open 7 Days A Week, Monday thru Friday 8am-7pm Saturday & Sunday 8am-5pm PST

SPECIALS ARE LIMITED TO STOCK ON HAND, AND IN MOST CASES QUANTITIES ARE LIMITED. SHIPPING AND HANDLING ARE INCLUDED (EXCEPT COLLECTOR FIGURES). CALL FOR CURRENT PRICES. PLEASE ALLOW 6-8 WEEKS FOR DELIVERY

MasterCard C.O.D. VISA

408-774-0400

STRATEGY GUIDES: "Get the fully comprehensive and Official Strategy Guides directly from the source." All books Are $9.95 plus S&H

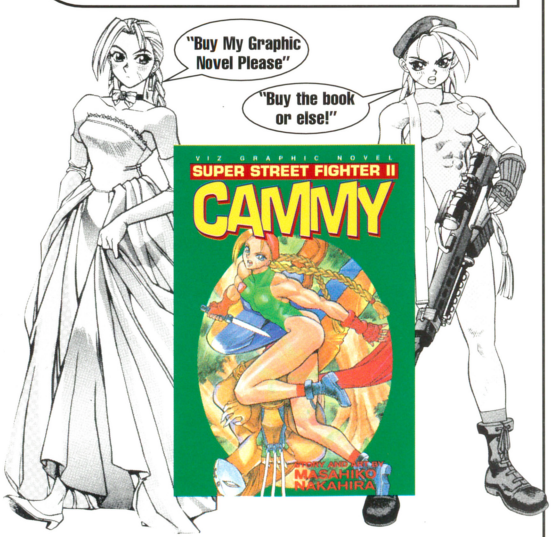
Street Fighter III: Arcade
Vampire Savior: World of Darkness: Arcade
Resident Evil (Saturn)
Resident Evil 2 (PSX)
Marvel Super Heroes

GAMEFAN BOOKS

T-SHIRTS: All T-shirts are top quality, 100% cotton, and X-large. Supplies are limited.

Resident Evil:	**$15.95**	Star Gladiator:	**$14.95**	Mega Man 8:	**$14.95**
Super Puzzle Fighter:	**$14.95**	Street Fighter Alpha 2:	**$14.95**	Street Fighter Alpha:	**$14.95**

POSTERS
"We are offering a very limited quantity of this magnificent Star Gladiator poster, featuring June in action. Star Gladiator Poster: **$9.95**



COMICS "Straight from the pages of Game On! comes the popular comic Super Street Fighter II: Cammy!" 192 pages. **$15.95**

GAMES

BREATH OF FIRE 2 (SNES)	**$69.95**
BUSTER BROTHERS COLLECTION (PSX)	**$54.95**
DARKSTALKERS (PSX)	**$69.95**
MARVEL SUPER HEROES (PSX & SATURN)	**$64.95**
MEGA MAN 8 (PSX & SATURN)	**$59.95**
NIGHT WARRIORS (SATURN)	**$54.95**
RESIDENT EVIL (PSX)	**$59.95**
STAR GLADIATOR (PSX)	**$59.95**
STREET FIGHTER ALPHA (PSX & SATURN)	**$54.95**
STREET FIGHTER ALPHA 2 (PSX & SATURN)	**$64.95**
SUPER PUZZLE FIGHTER II TURBO (PSX & SATURN)	**$54.95**

CAPCOM